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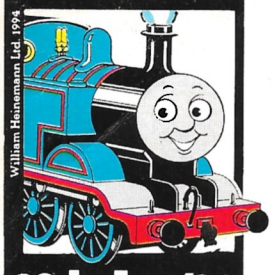

William Heinemann Ltd. 1994

28th Jan.'94
No.164 65p

THOMAS THE TANK ENGINE & FRIENDS

Based on the Railway Series by The Rev. W. Awdry.

2nd Part Thomas Dice Game -INSIDE!

Peep! Peep! Percy is the Ghost Train!

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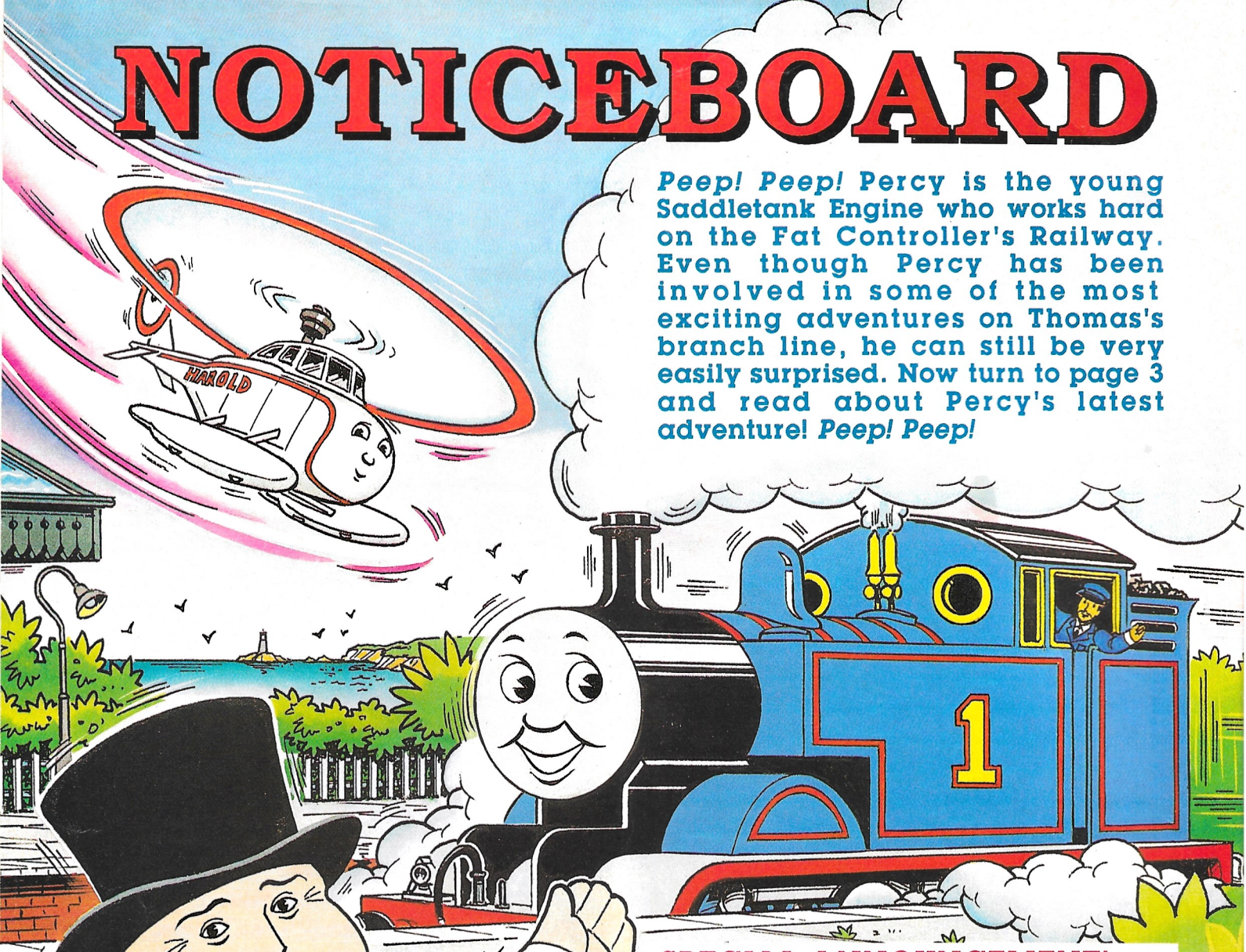
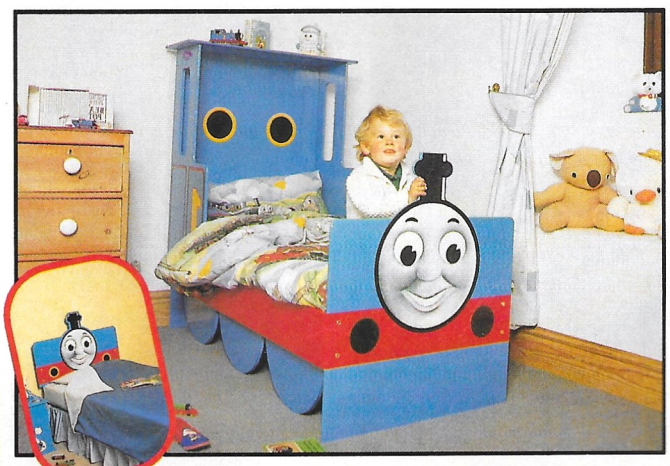
NOTICEBOARD

Peep! Peep! **Percy is the young Saddletank Engine who works hard on the Fat Controller's Railway. Even though Percy has been involved in some of the most exciting adventures on Thomas's branch line, he can still be very easily surprised. Now turn to page 3 and read about Percy's latest adventure! *Peep! Peep!***



SPECIAL ANNOUNCEMENT!

Don't miss our next issue (165) of **Thomas the Tank Engine & Friends** for another chance to win a single size **Thomas Bed** and **Bedhead**, courtesy of *Joshua Jones Ltd.*



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If you would like to receive your very own, splendid **Fat Controller's Card**, send one red, yellow and blue token together with your details listed below (details need only be listed on any one of the 3 coloured tokens when applying for this offer) plus a stamped addressed envelope to: **The Fat Controller's Card Offer, Marvel Comics Ltd, 13/15 Arundel Street, London WC2**

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THOMAS TOKEN

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THOMAS THE TANK ENGINE & FRIENDS™

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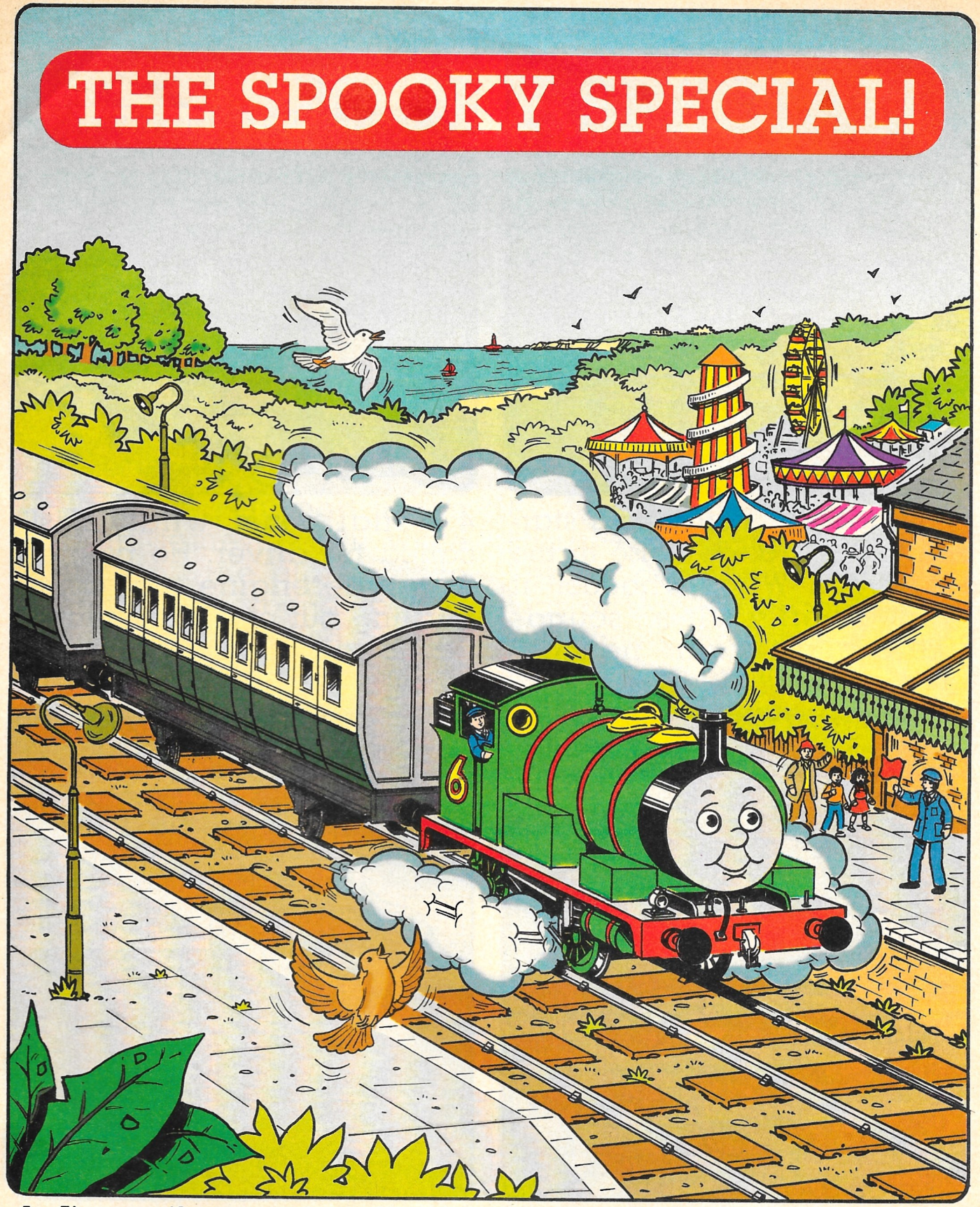
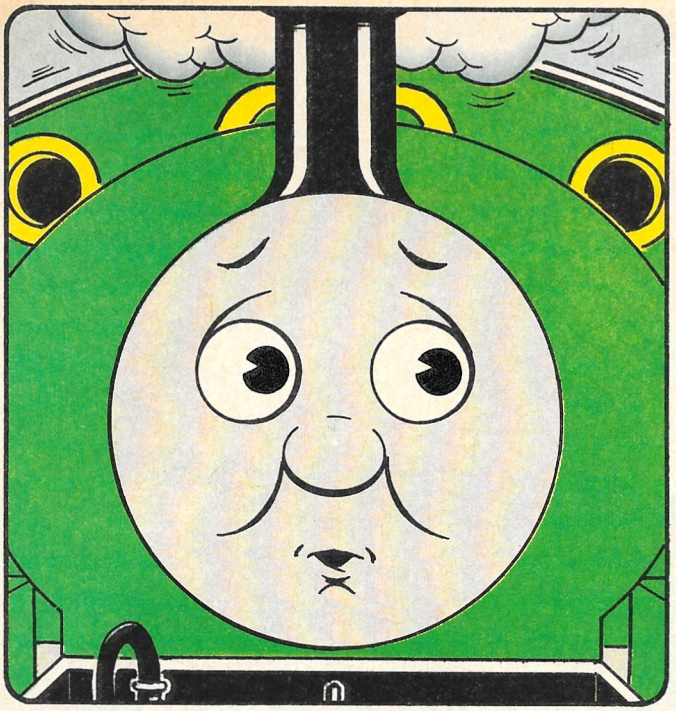
THE SPOOKY SPECIAL!

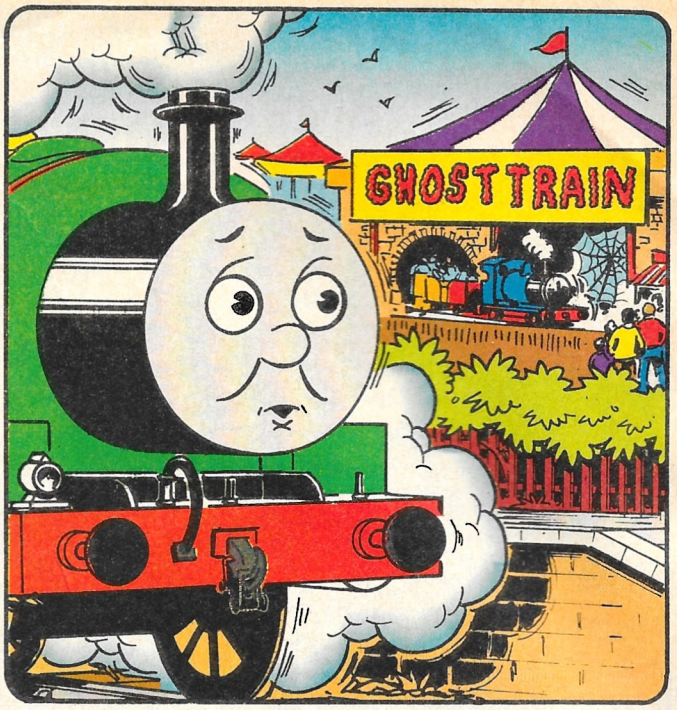


1. It was the opening day for the Grand Fair on the Island of Sodor. Percy was very excited to be pulling a train there called the 'Fairground Special!'

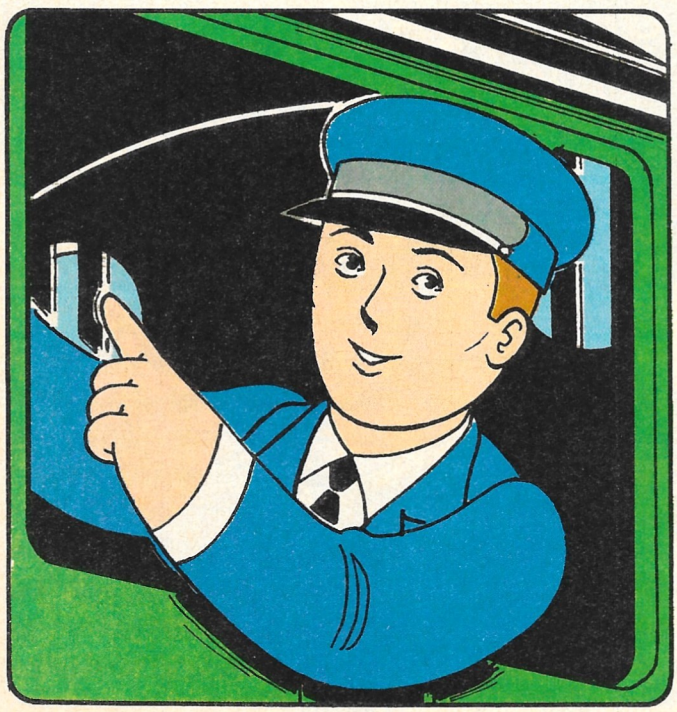
2. When Percy rolled into the nearby station, he blinked at the noisy bright fair. It was full of people crowding around stalls and flying through the air on exciting rides.



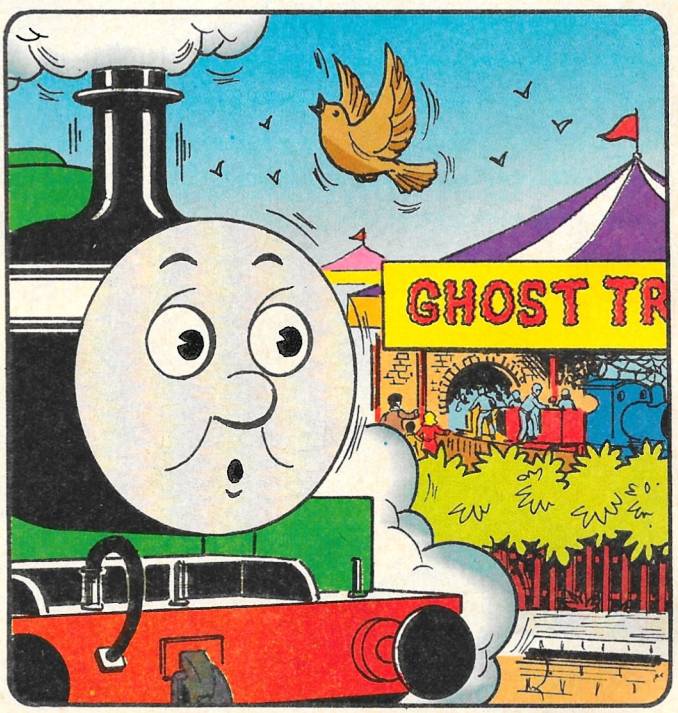
3. Suddenly, Percy was startled by a strange noise in the distance. "Whoo-whoooo!" it wailed eerily. "It s...sounds like a ghost train!" he shivered.



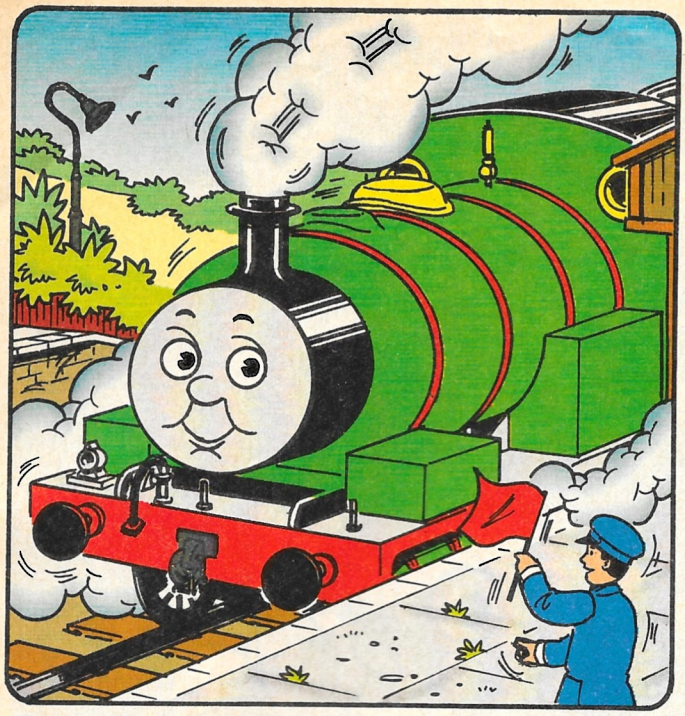
4. "That's just what it is!" called his driver. He pointed to a little engine that came bursting out of a dark tunnel at the fair. "See! Over there, Percy!"



5. Percy was puzzled. He did not know that most fairgrounds had ghost-train rides. "The tunnel is full of spooky sights and sounds!" his driver explained.

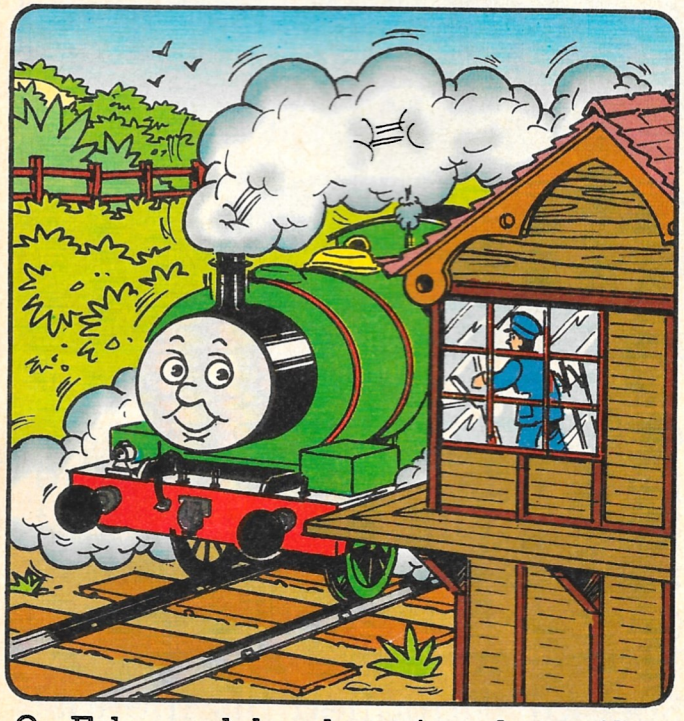


6. "Fancy the passengers enjoying a ride through a haunted tunnel!" gasped Percy. "They must be very brave!" He steamed away to collect more visitors.

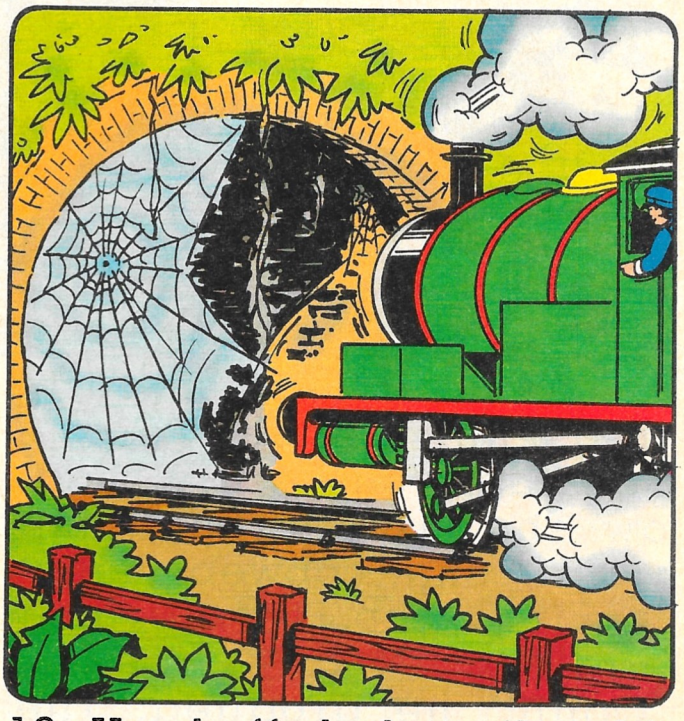


7. When he returned to the station, some people were waiting on the platform, to catch the 'Fairground Special' home. Everyone piled aboard and Percy set off.

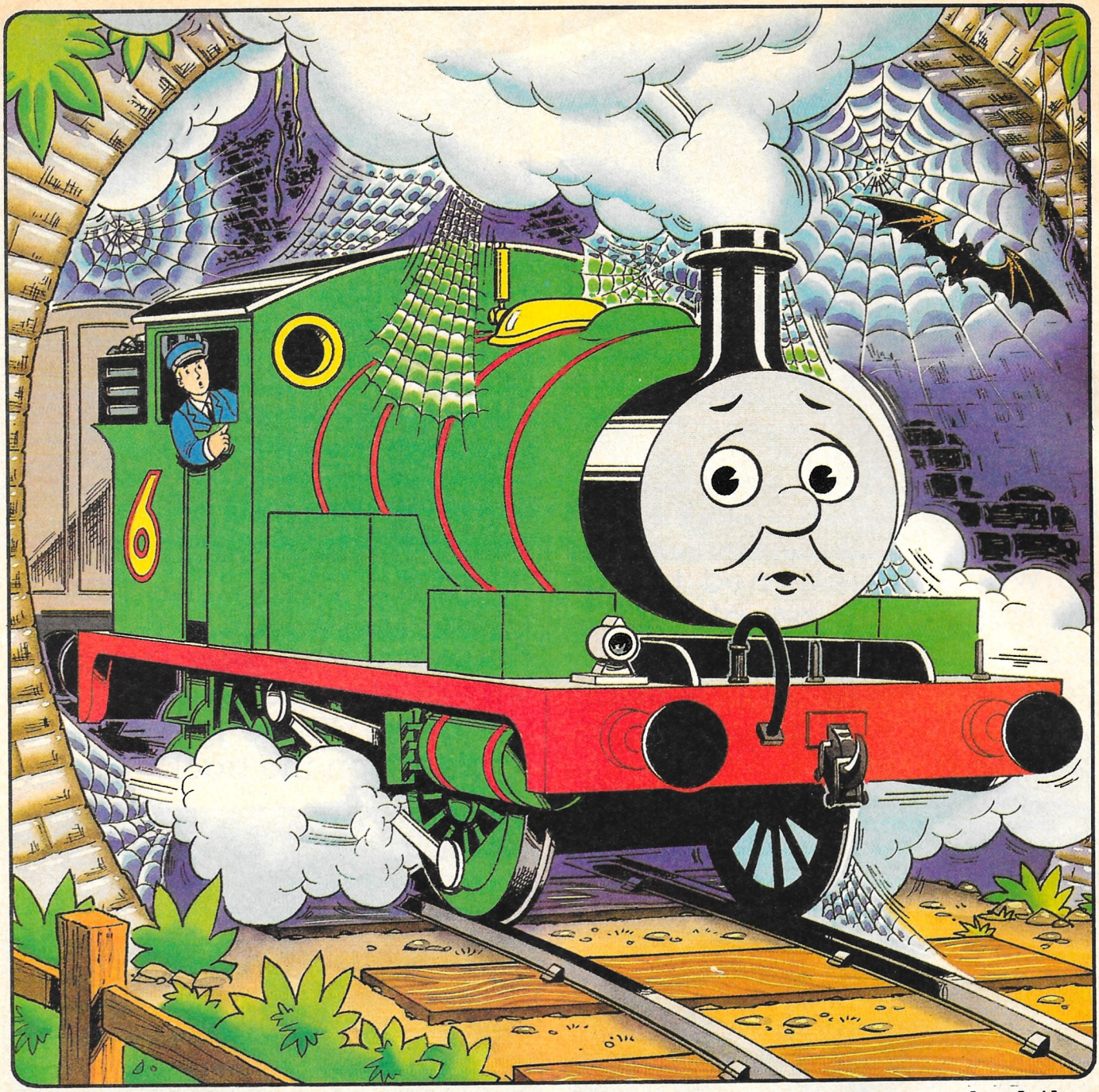
8. As he puffed around a sharp bend into a cutting, Percy's driver saw a signal was at stop, so he pulled on the brake. There had been a landslide on the track!



9. Edward had arrived on the down line with some workmen to clear all the earth but Percy would have to go around the landslide on a little-used loopline.



10. He chuffed along the old track until he came to a big, overgrown tunnel. "It's v...very long and dark, like the ghost-train tunnel!" Percy thought.



11. As he rolled nervously into the tunnel, Percy's headlamp cast scary shadow shapes on the damp walls. Long, cobwebs hanging from the roof brushed against Percy's funnel. "Oohh!" he groaned. The noise echoed hauntingly. Percy was very relieved to see the light at the other end of the tunnel.

12. Percy pulled up shakily at the next station to let some passengers off the 'Fairground Special!' "That ride was even better than the ghost-train!" grinned a boy. "It was more like the 'Spooky Special'", laughed his friends. Percy overheard. "I'm glad I'm not really a ghost-train!" he said. "I don't like creepy tunnels!"

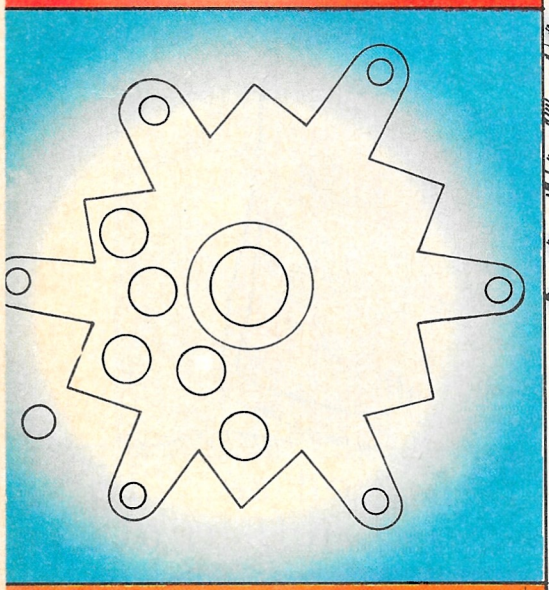
THE END!

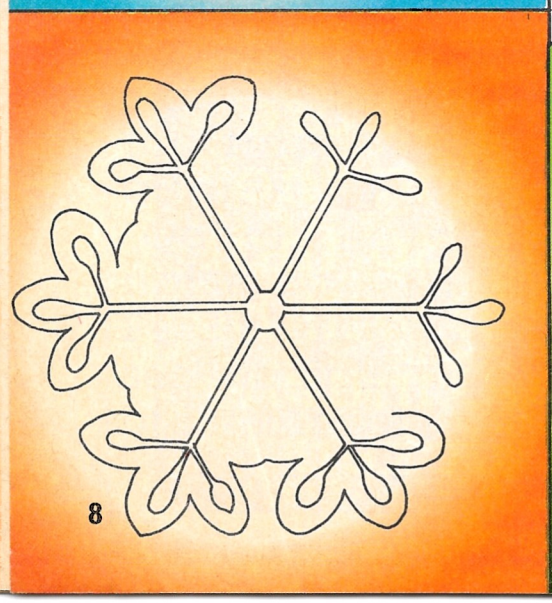
In our next issue: Daisy and Diesel!

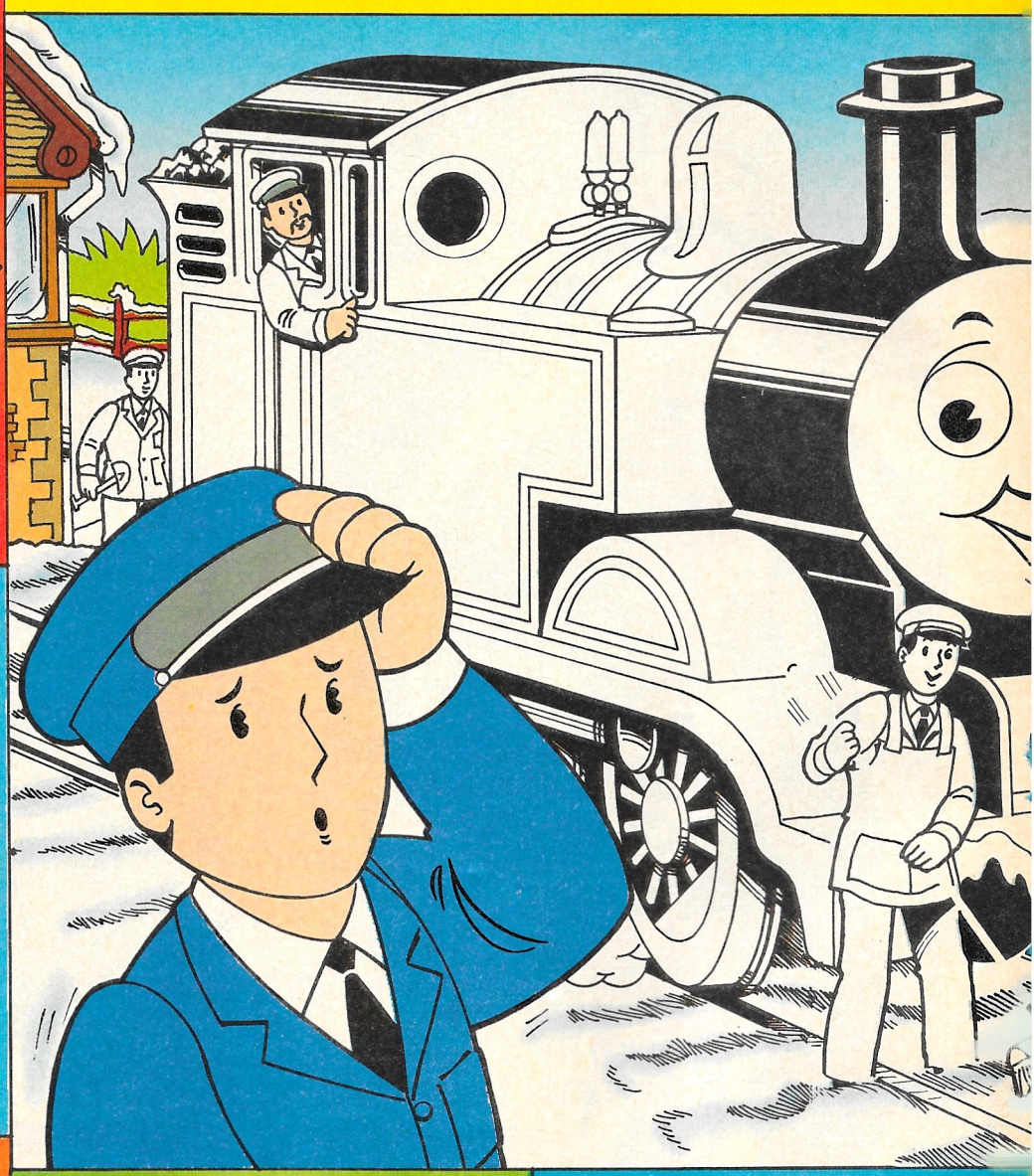
JOIN THE DOTS!

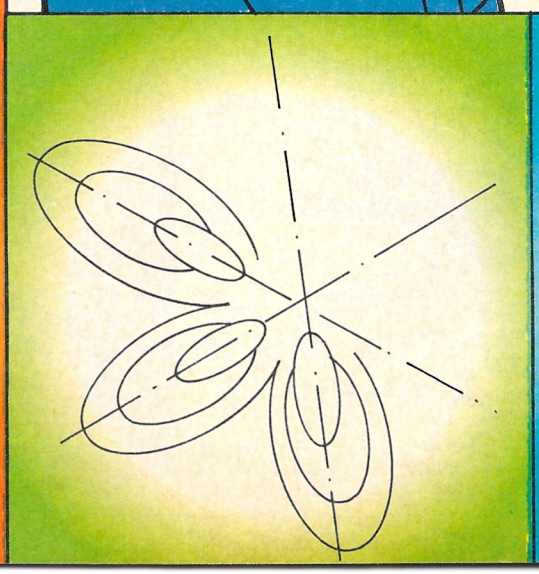
Steven and Bridget are helping the vicar, so that his job will be done much quicker!

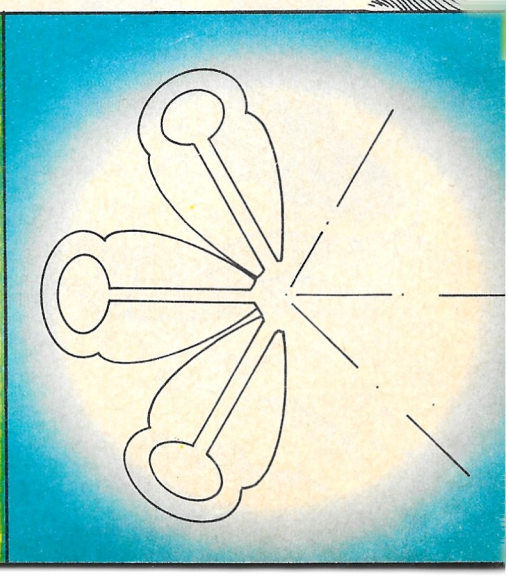
Seeing Snow!



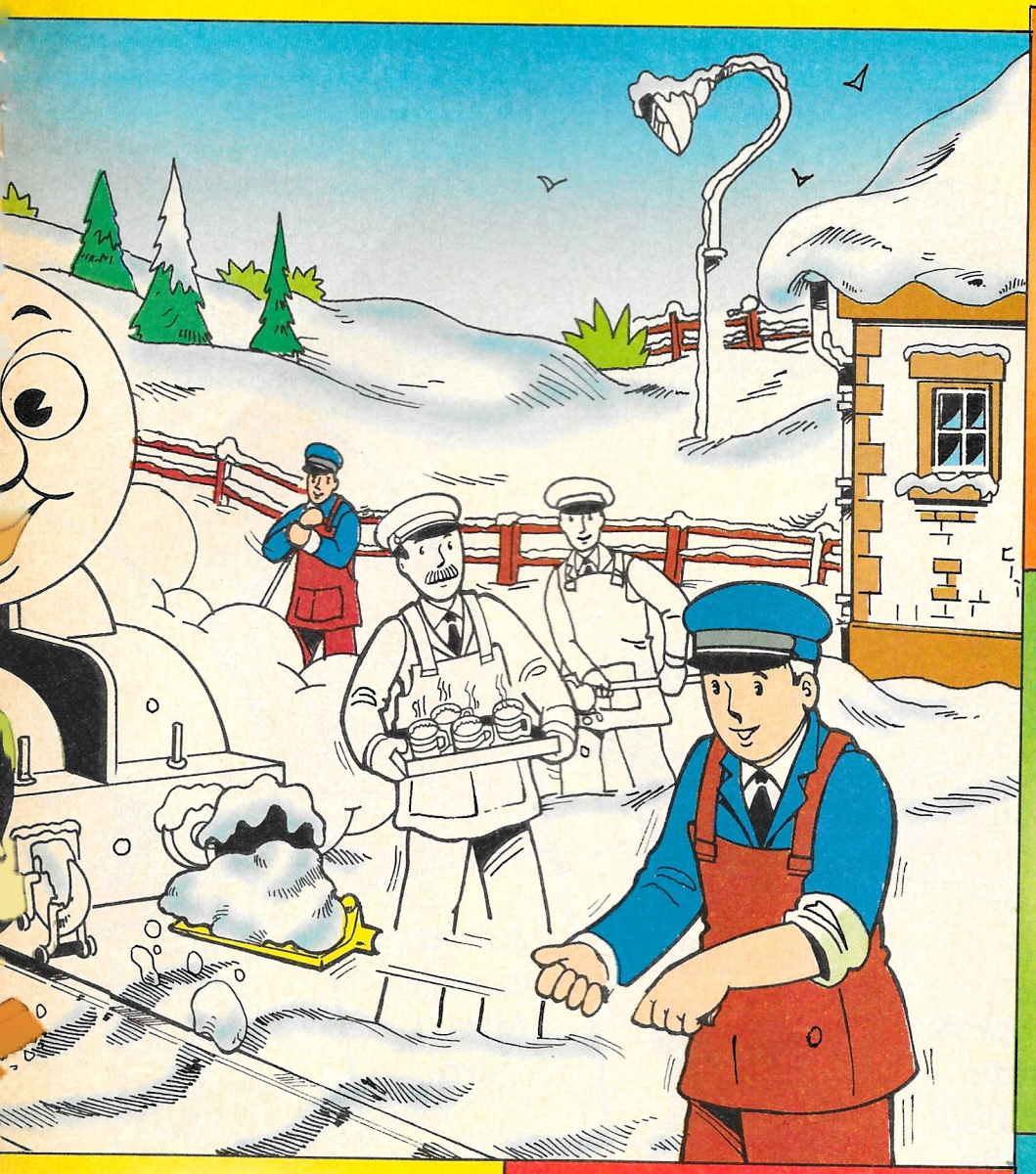


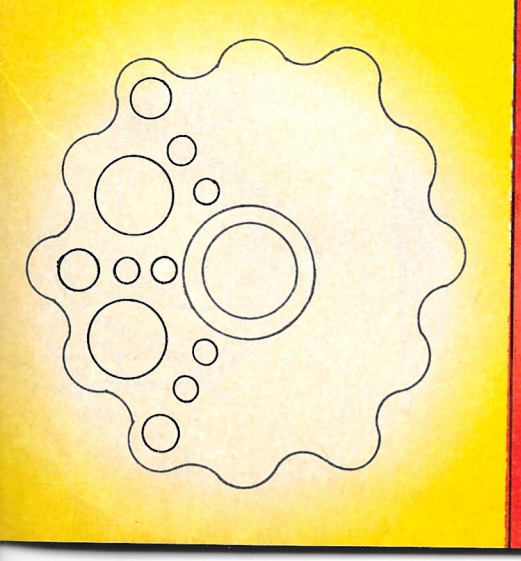


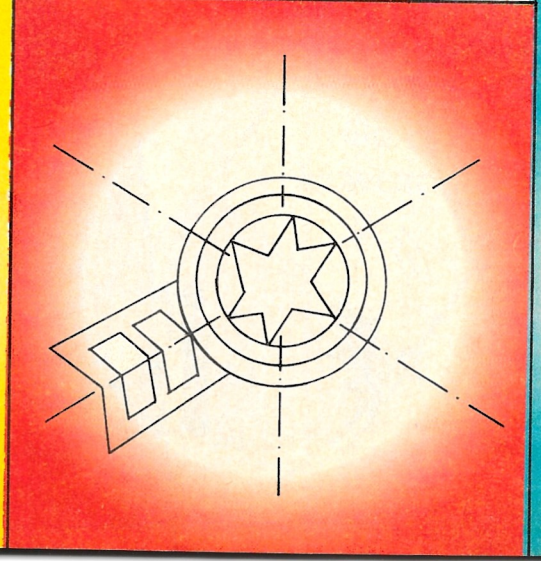


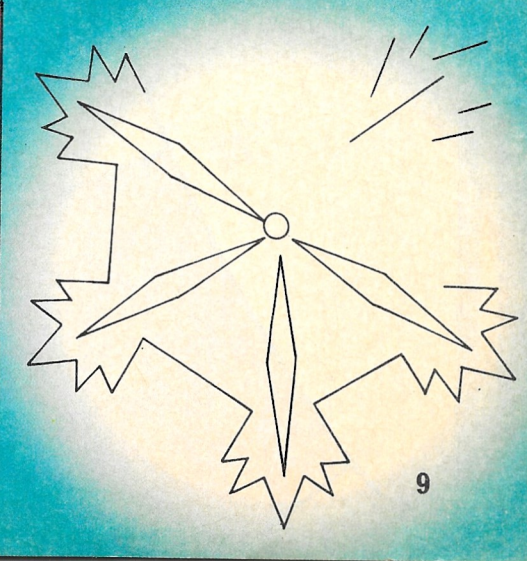


"I like seeing the snow!" puffed Thomas. "Did you know that every single snowflake has a different pattern?" replied his driver. You can draw snowflake patterns for Thomas to see! Finish off each pattern in the boxes and draw your own snowflakes in the empty boxes. Find 4 things that are wrong in the big picture. Now finish colouring it in!



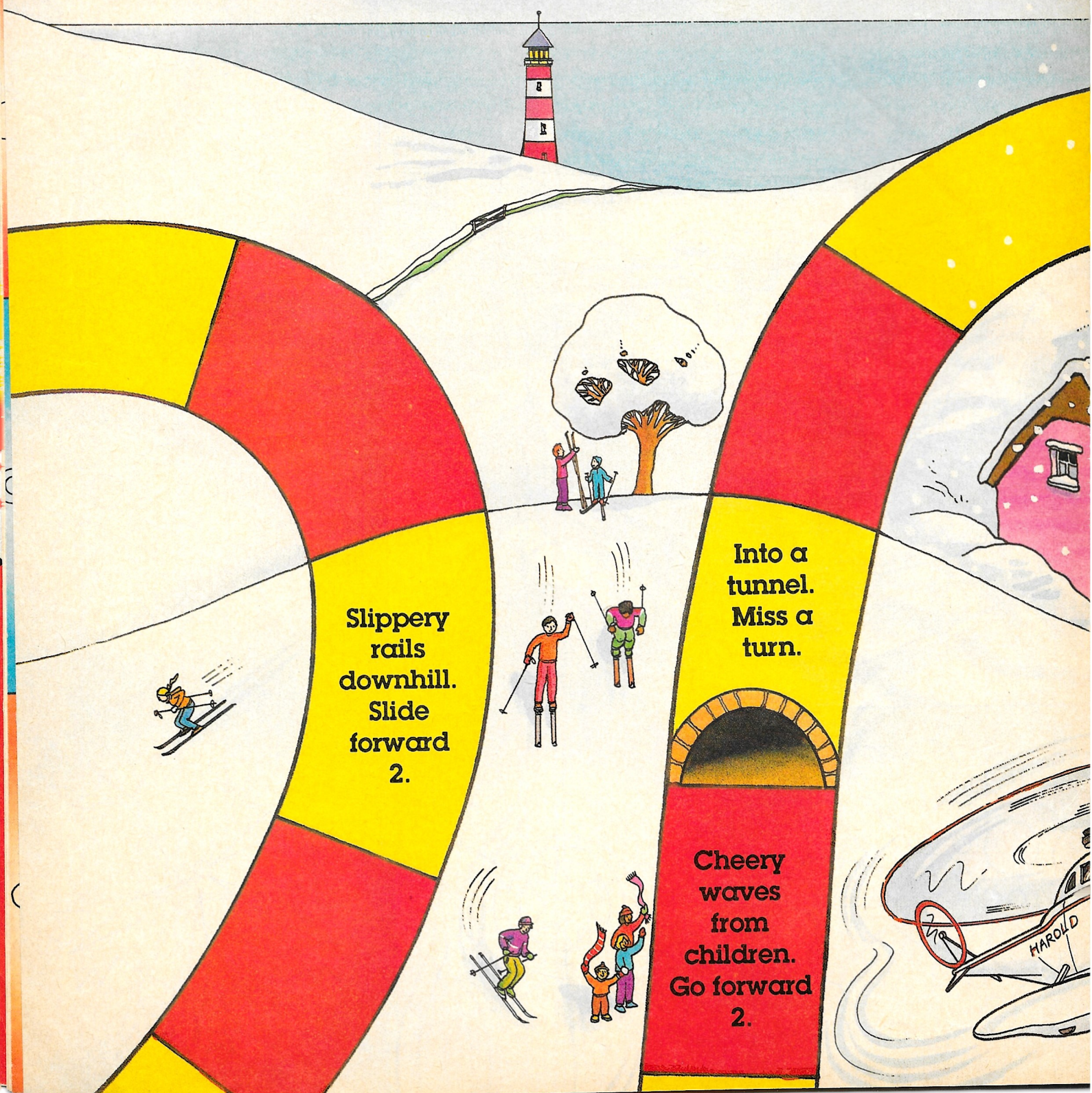






THOMAS'S GAME Part 2

This is the second part of **Thomas's dice game**. Be sure not to miss the next two issues of Thomas the Tank Engine & Friends for the third and fourth parts! Stick this double page on to thin card and cut the blue border off along the dotted lines and cut out your second counter. This part of the game will fit below the part from our last issue!



Point to Harold the Helicopter!
How many skiers can you see?
Point to the cottage!
What colour is it?
Can you see the birdhouse?
Point to the lighthouse!
How many birds can you count?

Along the seaside line. Go forward 2.

Deliver shopping at snowed-in cottage. Go forward 2.

Hello Harold. Go forward 1.

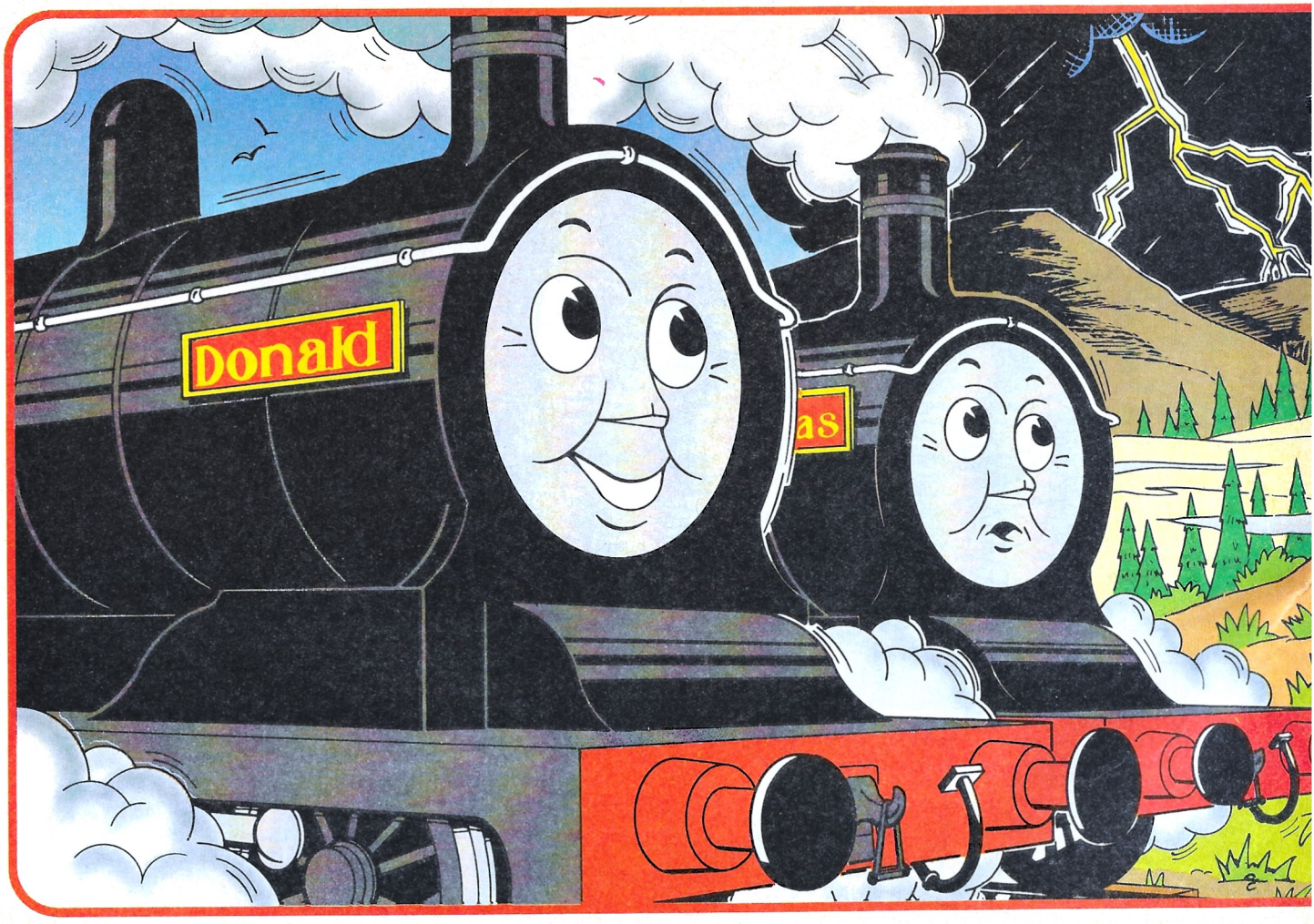
The Highlands of Sodor!

Things had been very dull and quiet on the Island of Sodor and, as the engines worked busily, there seemed to be nothing much for them to talk about. Thomas felt sad but it was worse for Donald and Douglas, the Scottish twins. They began to think of their faraway home in Scotland and became more and more gloomy. Thomas explained to the Fat Controller, who had an idea.

"I'll alter the journey schedules," he decided. "Donald and Douglas can make some trips to the highest part of our island."

Next morning, the twins heard about the plan. After they were both coupled to big goods trains, they puffed on their way along a little used track. It gradually rose, then levelled out above the surrounding countryside. But Donald and Douglas were not impressed.

"Sodor's highlands are nae like the grand Highlands of Scotland!" grumbled Donald. Douglas grumpily agreed. As the engines steamed on, storm-clouds gathered. Then thunder boomed and lightning split the

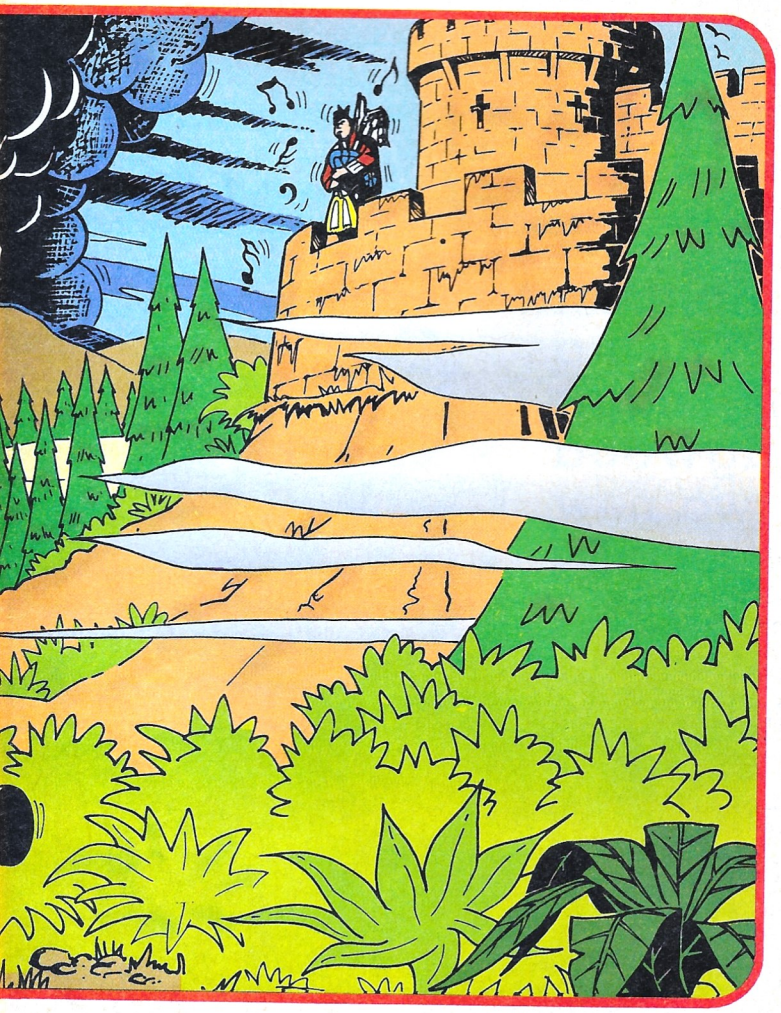


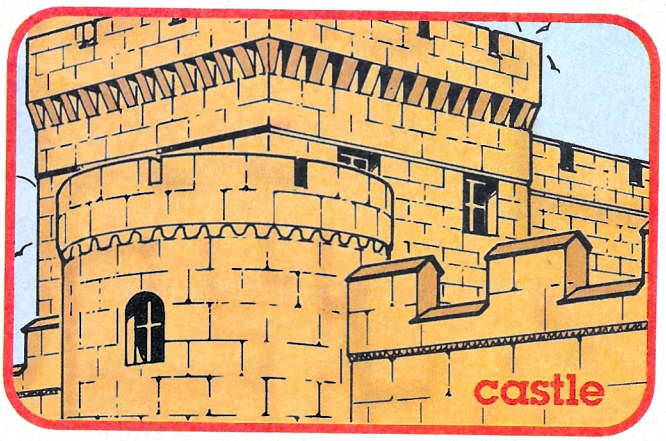
black sky. Suddenly, a stormlit castle came into view.

"Och, aye! This is more like Scotland!" called Donald excitedly. Even as he spoke, the echoing swirl of bagpipes rose eerily above the groaning wind. Then, on the castle's battlements, a kilted figure moved like a shadow.

"Would ya ken! 'Tis a ghostly piper!" gasped Douglas eagerly. "Bump mae buffers if we're nae in bonny Scotland! I cannae wait tae tell the others!"

That evening, after work, there was much excitement in the Main Station yard as engine after engine passed on the Scottish twins' strange story. It





was hard to believe the cheery, chatty engines were the same ones who had looked so glum that very morning.

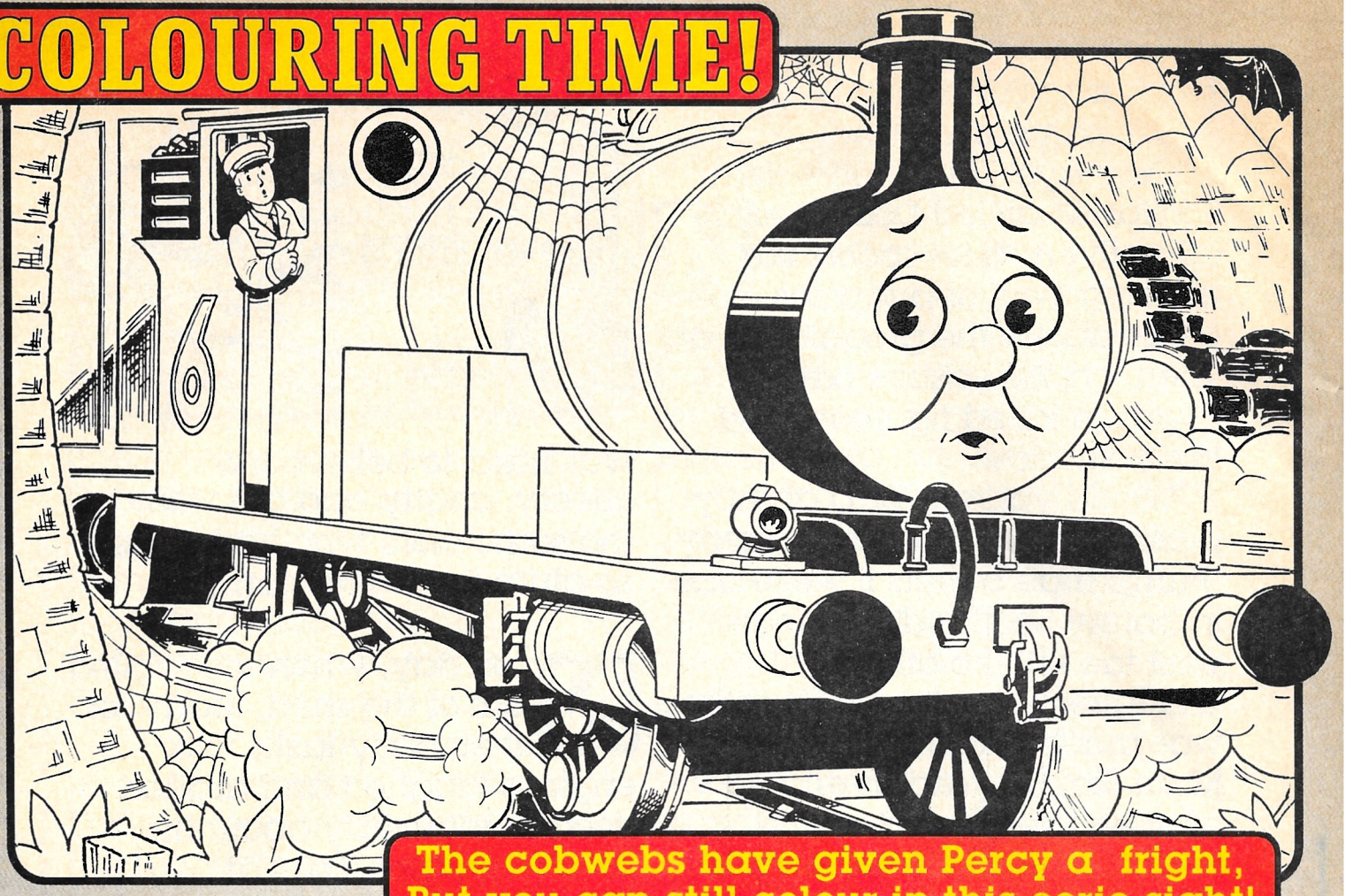
Next day, when they rolled out of the shed, ready for their daily tasks, the engines laughed and argued good-humouredly about the phantom piper. The Fat Controller overheard the cheery commotion and smiled delightedly as he watched Donald and Douglas steam happily out of the yard with another goods train.

"My plan's worked!" he thought. The Fat Controller knew the truth about the piper. A new radio station was being set up at the castle. The piper was no ghost but a musician practising for the grand opening later that week.

"It's a shame to spoil things now all the engines have something so unusual and exciting to talk about," thought the Fat Controller. "I'll just wait for them to find out about the radio station themselves!"

THE END!

COLOURING TIME!

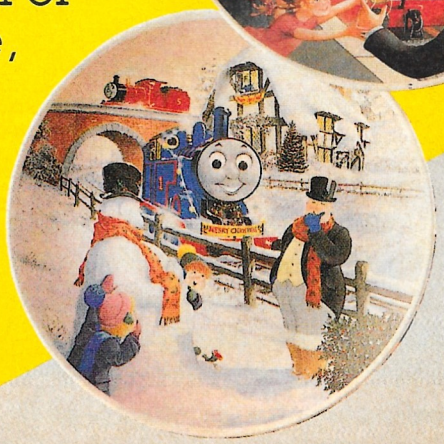


**The cobwebs have given Percy a fright,
But you can still colour in this eerie sight!**

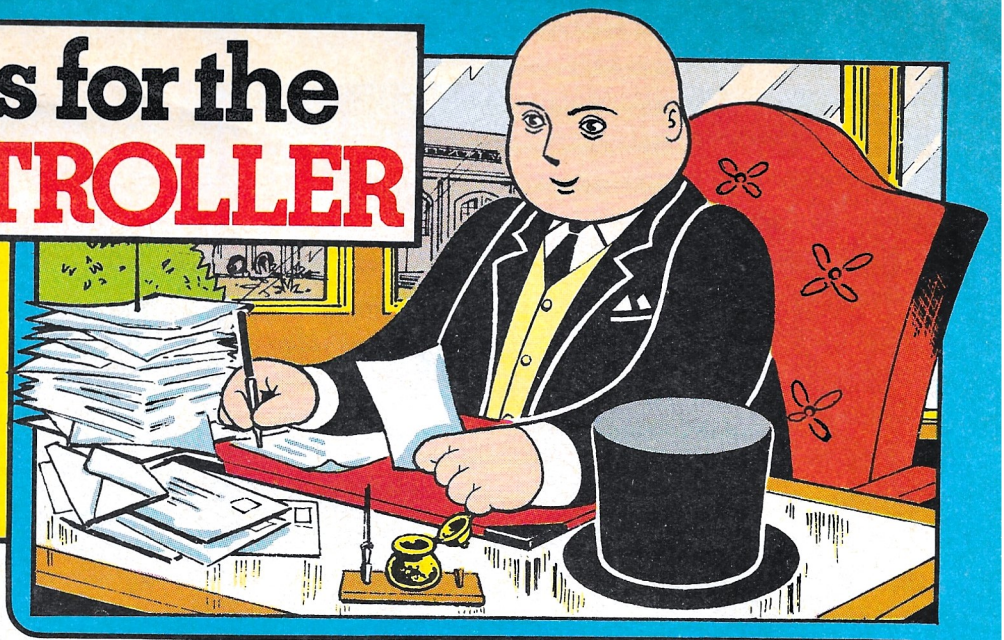
SPECIAL ANNOUNCEMENT!

England Est 1759
WEDGWOOD

To complement the **Thomas the Tank Engine** by **Wedgwood** range, two new items have been created especially for birthday and seasonal gifts. For decorative and functional use, these plates are sure to delight children of all ages. The plates retail at £13.50 and are available from most China and Glass shops or Wedgwood Rooms in leading department stores.



Your letters for the FAT CONTROLLER



Have you got an amusing story to tell? Do you have a question you would like to ask about Thomas or his friends? If so, then write to me at the address shown below! I would be so very pleased to hear from you!

STAR LETTER!

Dear Fat Controller,
Mummy and Daddy took me to the **Thomas the Tank Engine & Friends** weekend in Kent. I was a little disappointed that Thomas had volunteered to stay and shunt trucks on the Island of Sodor but I thought it was very good of him.

Love from **Alice Wignall**, aged 3.

Thomas is a Really Useful Engine because he always makes sure that all his important tasks are completed. I do admire that part of his character!

☆☆☆☆☆☆☆☆☆☆

ENGINE CARE!

Dear Fat Controller,
Do you like minding the trains? Do they give you trouble? I do enjoy all your stories in your comic and I also wear a special Thomas badge!

Love from **Finola**, aged 8.

I enjoy looking after all the engines. It's a very important part of my job. I realise that accidents may happen, especially if I am working with the Troublesome Trucks!

MAINTENANCE TIME!

Dear Fat Controller,
When I was on my holidays in the lake district I saw lots of engines being painted and being made to look like Thomas's friends. I liked them very much and when I grow up I want to make engines look like new!

Love from **Declan Barnett.**

I must say, we take a great deal of pride in repainting our engines on the Island of Sodor! It sounds as though you may even be able to help us one day!

The sender of any letter that is printed as our **STAR LETTER** will win some splendid **Thomas Pre-school** toys courtesy of *ERTL (UK) Ltd.*

BIRTHDAYS!

Special greetings go out to...

Peter Knowles, Gareth Henry Summers, Benn Phillips, Wesley Peter Samuel Jackson, Thomas Vale, David James Elvis, Christopher Alexander, Jnyr Llyr Williams, Thomas Locker, Holly Austin and Thomas Dray.

If you would like a birthday mention printed in one of our future issues, please send details on a post-card at least **nine weeks** in advance!

Yours
Sir Topham Hatt
The Fat Controller!

Send your letters to:

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c/o Marvel Comics Ltd
13/15 Arundel Street
London WC2.

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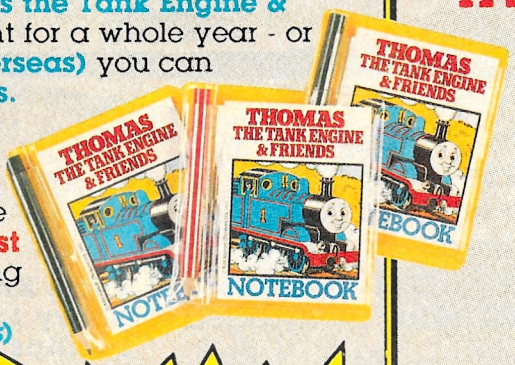

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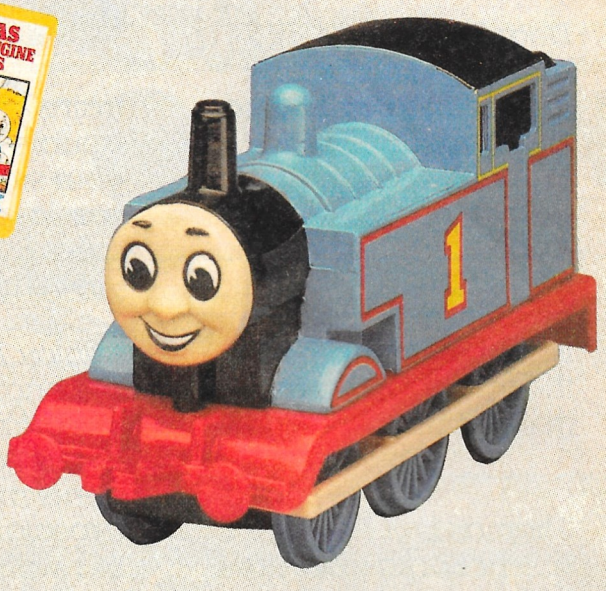

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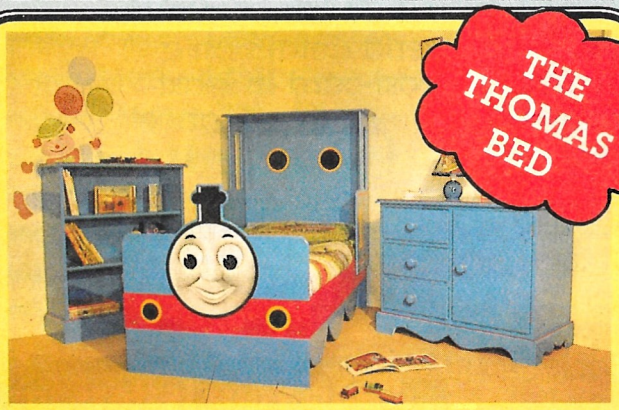

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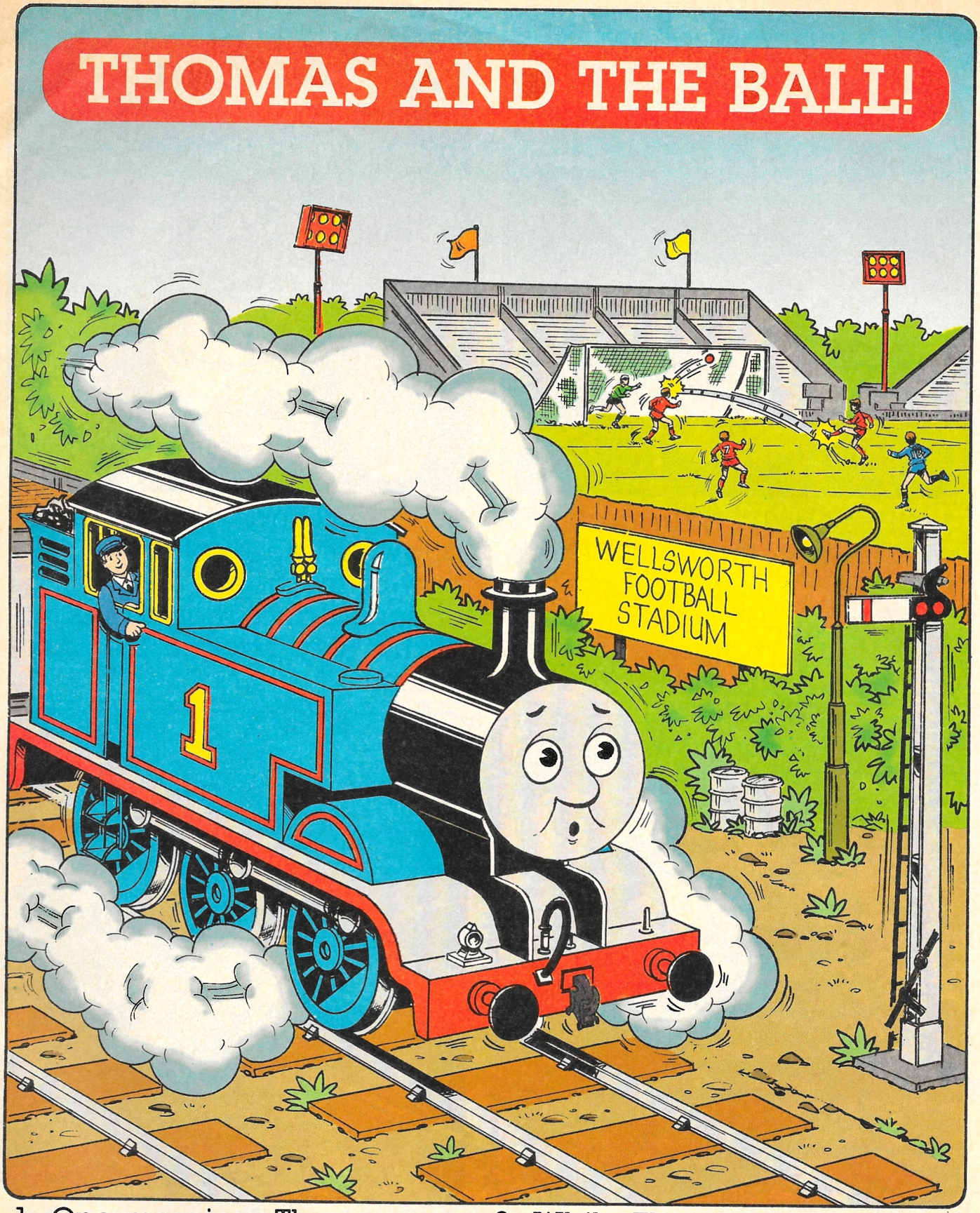
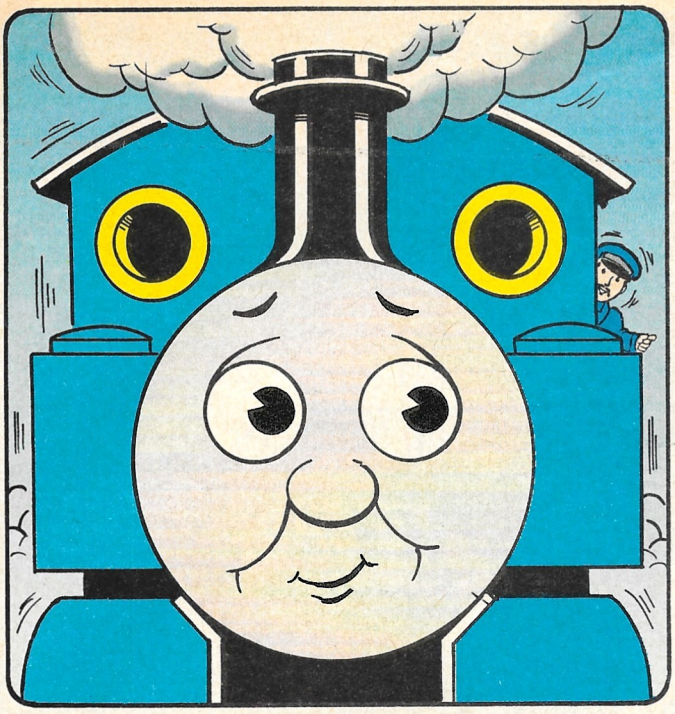
THOMAS AND THE BALL!



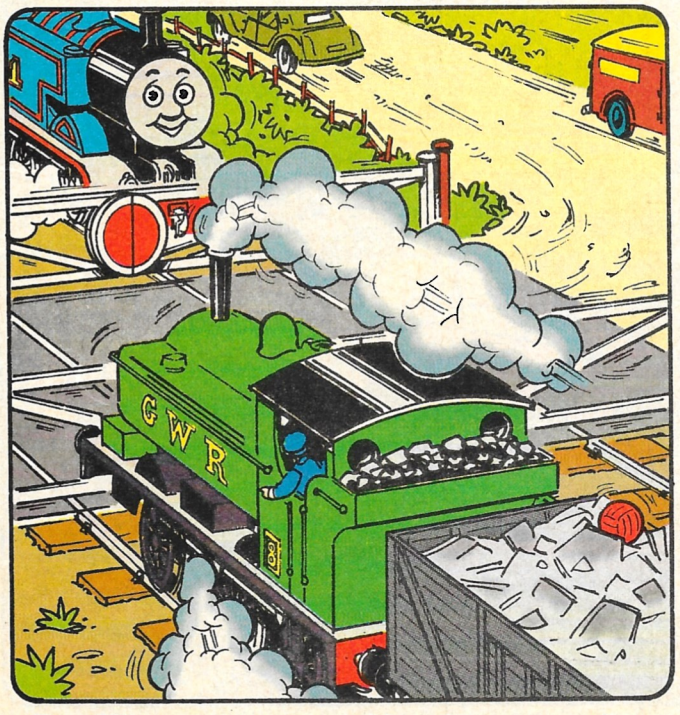
1. One morning, Thomas was happily pulling a freight train past Wellsworth Football Stadium. He liked to see the footballers practising on the pitch.

2. While Thomas waited at a signal, he watched a player kick the ball high into the air. As it dropped again, another player jumped up and hit the ball with his forehead.

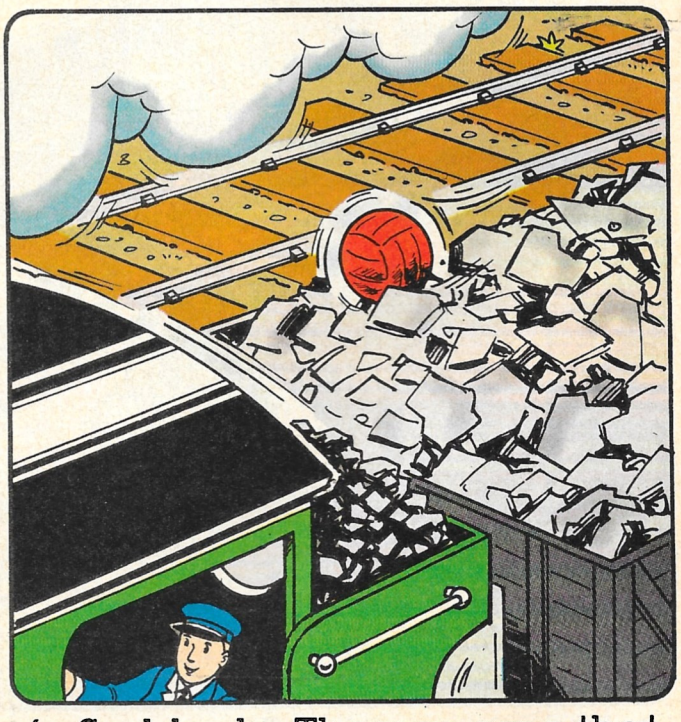


3. The ball bounced off straight into the goal. "That's not fair!" Thomas shouted. "You must use your feet for football!" Thomas's driver laughed.

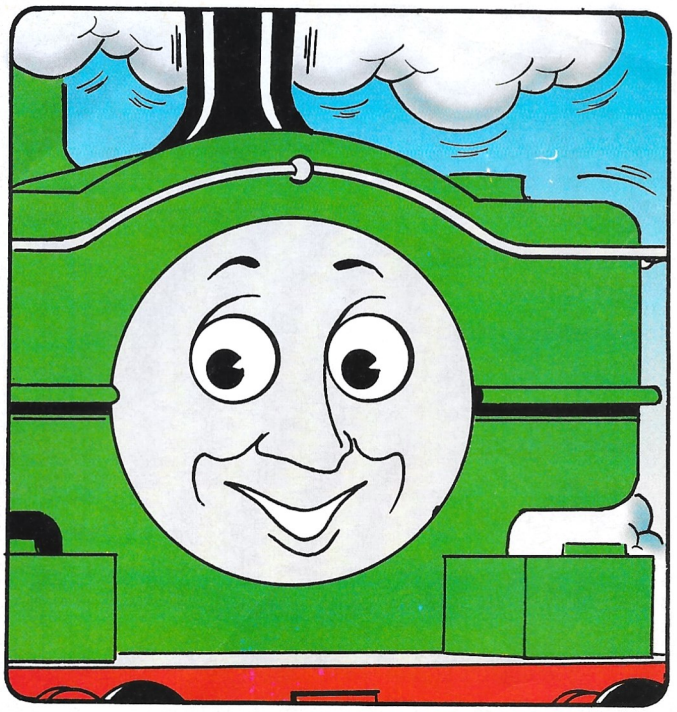
4. "Heading the ball is allowed!" he explained. "It's part of the game!" The signal changed and Thomas puffed on his way back to the Main Station.



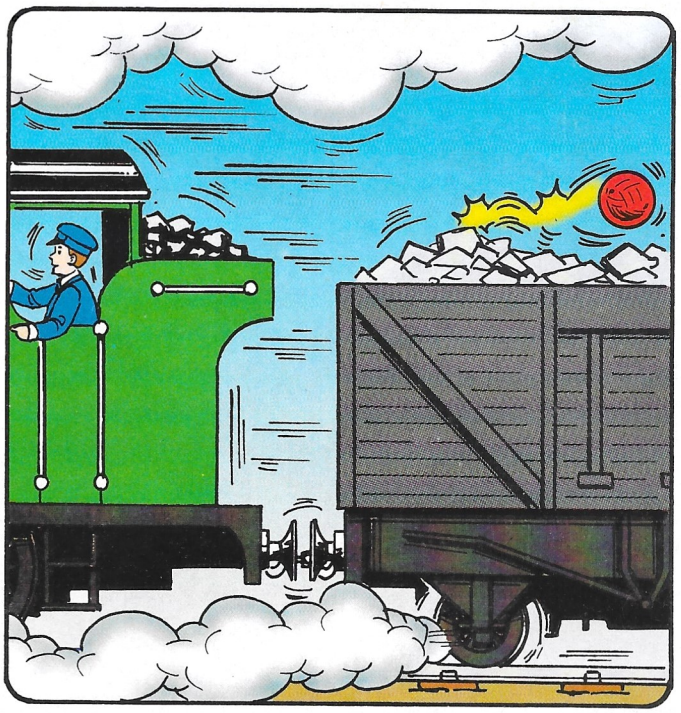
5. Thomas pulled up at a level-crossing. "Hello!" he called to Duck, who was waiting with some slate trucks for the gates to open.



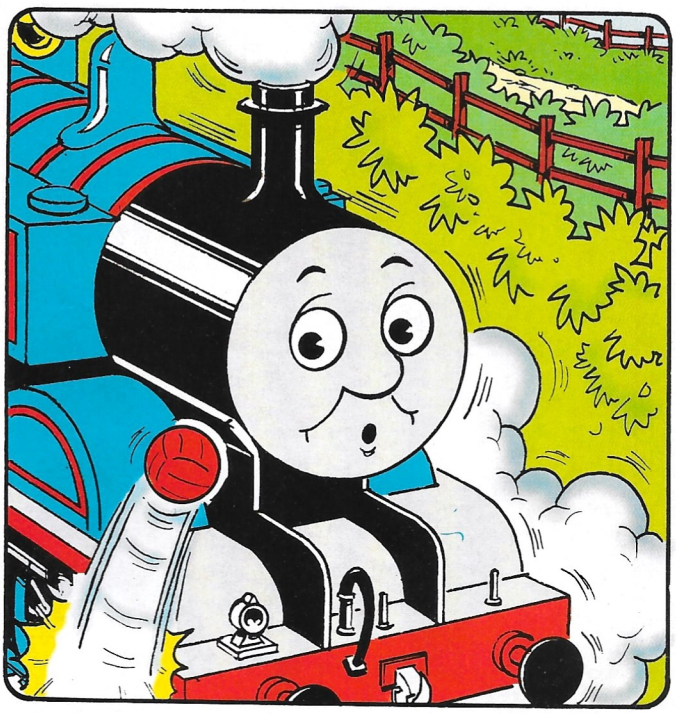
6. Suddenly Thomas saw that a football was jammed among the slates on one of Duck's trucks. "Where did that ball come from?" he called. Duck didn't know it was there.



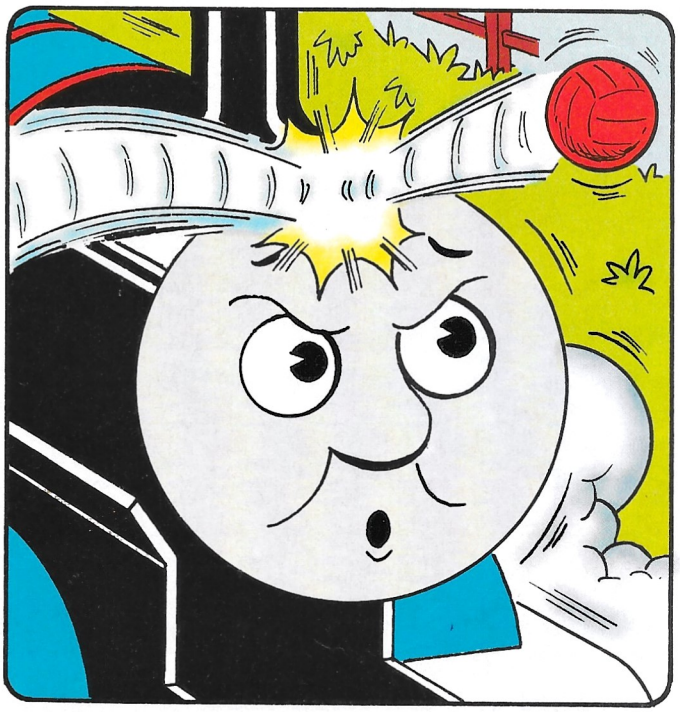
7. "I've just collected these trucks from the quarry," he replied. "There were some men playing football in their lunch-break. The ball must be theirs."



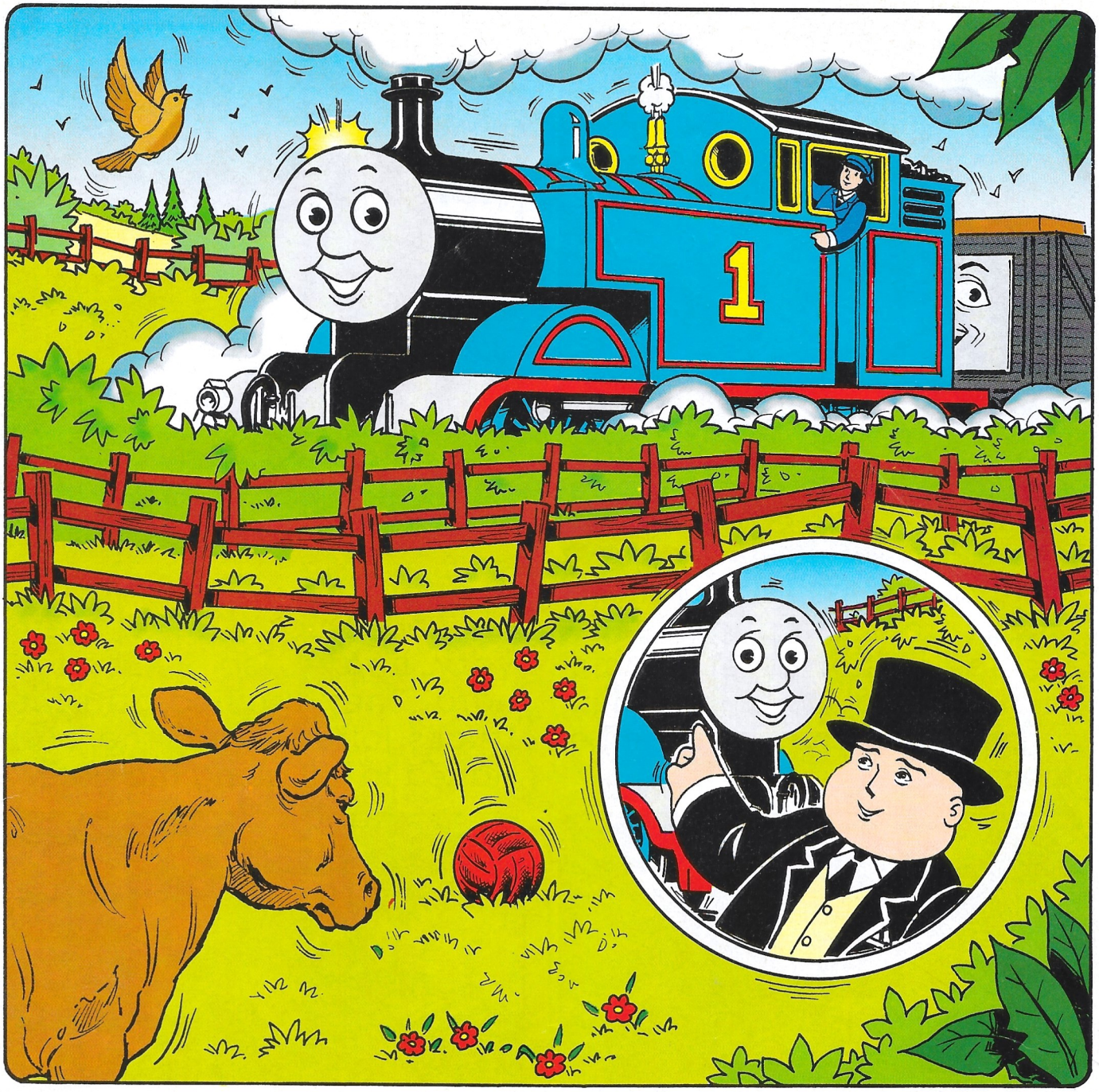
8. Soon the crossing-gates opened. Duck's trucks were very heavy, so he pulled hard. They lurched and the trucks jolted. Then the ball started to roll along the slate.



9. "Look out!" Thomas warned. "The ball will fall into the road!" It bounced off the edge of the truck into the air, just ahead of Thomas.



10. Thomas remembered the footballer he had seen at Wellsworth stadium. As he puffed forwards, the ball landed on his head and bounced off again.



11. The ball shot away, high above the road and landed in a field. "Goal!" called Thomas's driver. "Well done!" called Duck. "If you hadn't been there, there may have been an accident." The farmer took the ball to the Main Station. Later, Thomas returned after delivering his freight.

12. Back at the Main Station, Duck's driver spoke to the Fat Controller. "I'll take a new ball to the quarry men," he said. The Fat Controller was pleased with Thomas. "You were a Really Useful Engine!" he said. "Thank you, Sir!" replied Thomas. "I just used my head!"

THE END!

In our next issue: The hot soup special!